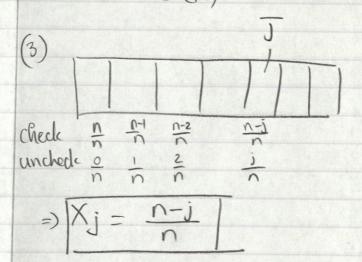
LONG TRAC T Probability (1) a) Sample space: S,= 1,2,3,4,5,6 } b) Describe out come: $X_1(4) = X_1(6) = +$30$ $\times_2(2) = \times_1(3) = \times_1(4) = \times_1(5) = -\3 c) Expected value for n=1 $\exists X_1 = \sum_{s \in S} p(s) \times p(s)$ $=\frac{1}{6} \cdot 30 - \frac{1}{6} \cdot 3(1) - \frac{1}{6} \cdot 3(1) - \frac{1}{6} \cdot 3(1) - \frac{1}{6} \cdot 3(1) + \frac{1}{6} \cdot 3(1)$ (2) a) Sample space: S, = S, T X total = E Xi c) Compute Expected Value using the * General formula for Expected value: 10-21 ₹ E(Xi) = ₹ 10-2n = £10 -25 n n=7 = 70 - 2.49 = -\$28 Base on this expected value I'll not play this game (3) The largest value of n so you are not loosing this game is n=0 S 10 - 2 5 = 0 but if you want to win then n= 2 EW- 2€ 2=12\$

I Variant of quicksort (1) Uariant 1: T(n) = T(xn) + T(x1 n) + n cost: n $T(\frac{1}{x}n)$ $T(\frac{x-1}{x}n)$ $h_{60}^{(1)} n T(\frac{1}{x^2}n) T(\frac{x-1}{x^2}n) T(\frac{x-1}{x^2}n) h_{60}^{(1)}$ Lr T(i) X Riew $\Rightarrow R_{low} = log_{\times} n \qquad \left(\frac{x}{x-l}\right)^{h_{high}} = n \qquad \leftarrow$ => Rhigh = log (x) a) sample space: S₂ = S₁
b) Describe random war to map an outcome to map an out Wariant 2: TG) = 2T(1/2) + n" Master Theorem: $\alpha = 2$ = $n \log_2 2 = n$ vs $f(n) = n^{1/2}$ s) f(n) ∈ 52 (n'+ε) ε=0.1 and $af(\frac{n}{b}) \leq c$ $2\left(\frac{n}{2}\right)^{1} = \frac{2}{2!}f(n) \Rightarrow C=2^{15}\langle 1\rangle$ > T(n) ∈ 6(n") 3/2 aright 3: T(n) = T(n-1) + Vn sub stitution = T(n-2) + vn-1 +vn = T(n-3) + Jn-2 + Jn+ + vn = T(1) + \$\frac{2}{5}\tau_1 We have $\theta(n) < 2\pi < \theta(n^2)$ =) 0(n) < T(n) < 0(n2) =) The first case will be the best case Per bigger array

III. Linear Search

- (1) Best Case: Appear in the Oth element O(1)
- (2) Worst Case: It is not even inside the array

 O(n)



(4) Define X using neopies of random variable defined in previous step

$$X_{(s)} = \sum_{i=1}^{n} X_i(s)$$

(5) Expected value

$$E \times_{G} = \sum_{i=1}^{n} E \times_{i}(s)$$